

REPORTS FROM THE SKIRMISH LINE

ISSUE 185

RFTSL 185 issued February 2023

Editor: Chris Swan: E-mail csandps@blueyonder.co.uk



The participants at TWYFEST eagerly awaiting the next issue of RFTSL

Back row left to right: Adrian Britton, Chris Roope, Louis Britton, Ian Chard, Gordon Herbert, Will and Tom Chard, Ian Colwill. Front row seated: Ted 'Pops' Herbert, Chris Felton, Pete and Beth Reynolds

EDITORIAL	2
COMBAT REPORTS FROM TWYFEST	2
An Overview of TWYFEST by Beth Reynolds.....	2
Death in the Dark Continent – Zulu Land 1879 – by Tom Chard	4
To Infinity and beyond! - by Louis and Adrian Britton.....	5
The Martian's Invade - London 1888 – by Gordon Herbert.....	8
Quest for Glory on Mythos – by Ian (call me Zeus) Colwill.....	11
My Twyfest Diary 2023 by Ian Chard.....	14
MILITARY INTELLIGENCE.....	16
A Full Magazine by your Editors	16
In Coming!	17
REINFORCEMENTS	19
New Releases by Mike Blake	19
ADVANCE TO CONTACT.....	21
January Despatch from La Fauquerie by Lesley Beilby-Tipping.....	21
Designing 'The English' Part 2 by Chris Roope.....	23
Battle of Lanzerath Ridge – A follow-up to Mike Bell's article in Issue 183 by Andy Grainger.....	31
ON THE WORK BENCH.....	34
SWAP SHOP.....	34
FUTURE EVENTS.....	35
THE LAST POST.....	35

EDITORIAL

And so, we are in February, which in Kent has seen another cold snap with below zero temperatures, heavy frosts and time spent scraping the ice off the car windows before we can drive.

We still face the same woes as last month on both the domestic and international fronts, but despite the cost of living crisis the shops are promoting Valentine's Day and Easter like mad (Easter Eggs and all the associated sundry items businesses think we need to enjoy Easter started appearing in our local shops back in early January!). As far as our hobby is concerned, things are looking up with the return of wargames shows up and down the country. So far there has been **Beachhead** in Bournemouth, **Varpanatc** in York, and the **PAW** (*Plymouth Association of Wargamers*) show with **Cavalier** still to take place in Tonbridge, Kent on 26th February.

Of course in between we had our very own event, **TWYFEST**, once again organised by Beth and Pete Reynolds and as you will see we have turned this issue into something of a **TWYFEST** special, with articles devoted to the games played over the two days of the event. So we have:

- An Overview of TWYFEST and a diary of one of the participants
- Reports on all four games played at TWYFEST
- Part two of Chris Roope's article on the *Making of the English*
- A follow up article to Mike Bell's Lanzerath Bridge article from issue 183
- Reviews of magazines, books and figures galore.

And a whole lot more. So as we heads towards what we hope will be the better days of March, it's time to settle back, pour yourself a warm drink, perhaps laced with something medicinal, and enjoy this issue, for as Don Mclean sang "*February made me shiver, here's the issue we deliver, its on your doorstep, read it now, don't take a nap!*)

COMBAT REPORTS FROM TWYFEST

An Overview of TWYFEST by Beth Reynolds

On Saturday the 4th of February we made a welcome return to the Neville Hall in Waltham St Lawrence to celebrate Twyfest 2023.

The venue was as bright and well equipped as we remembered with the added advantage of a brand new heating system which kept us cosy all weekend.

We quickly set up the three tables for Saturday's

games and, almost as important, the tea, coffee and biscuit station to keep us all lubricated throughout the day.

Tom Chard ran a Zulu War game in which an Impi attacked a Kraal held by British forces. It has been a while since we played a Zulu scenario and it was enjoyed by all.



On the other two tables Louis and Adrian Britton ran Infinity games. These were unfamiliar to most of us but proved to be exciting and engrossing as two players on each table faced off against each other.

After completing one game in the morning we changed tables or opponents for the afternoon session.

During the lunch time break we walked across the road to The Olde Bell inn and enjoyed a pint and something to eat. This is a busy traditional village pub with a roaring fire and well kept beer and it made for a very comfortable break.



At the end of the day we left the tables in situ as we were lucky enough to secure the hall for the entire weekend thus avoiding the need to pack away.

On Saturday evening we went to the LaDe Kitchen, a Turkish restaurant, in nearby Woodley. The place was packed with a very buzzy atmosphere, helped later in the evening by the addition of a DJ playing a stream of old favourites and upbeat dance tunes. The food seemed to be a great success with huge portions and one of our number stated it was the best restaurant vegetarian meal he had eaten in years. I think everyone enjoyed themselves but we will, of course, discuss whether next year we need to return to something more sedate! Some of us are getting on after all.

On Sunday morning we were back in the hall and ready to get started by 10am. Now it was the turn of Gordon Herbert and Ian Colwill to run their games.

Gordon took us to a steam punk inspired London to fight off an invasion of Martian Tripods. The game proved to be great fun and very evenly balanced with the morning and afternoon games having totally different outcomes.

Ian took us to an Ancient Greece of myths and monsters where our heroes were surprised around every corner. Judging from the laughter around the table it proved to be an exciting and extremely enjoyable game. Both games were short enough to allow a change round after lunch so everybody got to experience both games.

On the Sunday, lunch was prepared in house so we broke for chilli, rice and salad at about 1pm. At this point special mention must go to Jeannette, our non playing member, who was none the less essential, making sure the flow of tea and coffee, the arrival of lunch and, of course, the clearing up afterward took place seamlessly.

We had finished and packed away by 4pm and I think everyone agreed that it had been a very successful weekend.

Here's to Twyfest 2024.

The Two Saturday Games

Death in the Dark Continent – Zulu Land 1879 – by Tom Chard

The year was 1879, and a British expedition into Zululand was just about to go disastrously wrong...

At Twyfest 2023 I put on a 54mm Zulu wargame using *Death in the Dark Continent*, a fairly abstract and quick system that aims to simulate the technological and tactical disparity between colonial and local forces during the scramble for Africa. I found it produced a swift and enjoyable game, and was easily able to handle the thousands of Zulus we'd managed to scrape together for the game! There were some possible issues (the British had trouble getting off more than a volley or two before the Zulus were upon them), and some further play-testing will determine if the rules need some slight amendments or simply different tactics, but on the whole the game flowed well and seemed to be enjoyed by all at the table.



The Impi close in

The first game featured a reserve force of British holed up in an abandoned Zulu Kraal, trying to hold off the returning Impi until reinforcements arrived.



Commanding this beleaguered force was Col. Edwin 'Picket Pin' Herbert, who had set out a defensive perimeter while he awaited the return of Maj. Ian Chard and his Frontier Light Horse. Unfortunately for Col. Herbert the Zulu ferocity and desire to retake their village could not be contained, and by the time Maj. Chard returned all that was left of the British position was a few Natal Native Horsemen riding away from the overwhelming Zulu army. Game one to the Zulus.



After lunch the British had a second chance at victory, this time aiming to escort their baggage train across the length of the table, whilst fending off attacks from all sides. Col. Herbert remained in charge, but this time Maj. Chard's young son William replaced him in command, due to the former coming down with a rather bad case of dysentery whilst out on the veldt. The British came close to victory, with the Frontier Light Horse showing extreme bravery in an attempt to regain their lost honour, but, though the first few waves of Zulus were repulsed, eventually the Royal Marine Light Infantry broke, and with their loss an avenue to the baggage was exposed. With their supplies lost, the British were forced to retreat back to Cape Colony with their tails between their legs.



The Light Horse disturb two warthogs

After a day of successful gaming and the strong painting drive from Wayne and the Chards as a precursor to it, I hope that this will be the start of a new wave of Zulu wargames within the group. The Bristol contingent of Skirmish Wargames will certainly be putting our new collection to good use, and hopefully ironing out the kinks regarding movement distances and weapon ranges to ensure that both sides have a fair and reasonable chance of success. This is not the last you shall see of *Death in the Dark Continent*.

To Infinity and beyond! - by Louis and Adrian Britton

Four players elected to play *Infinity Code One* on the Saturday session of Twyfest 2023, a science fiction skirmish rule set by Corvus Belli. Generally played with around 10 soldiers per side, the game keeps both players engaged at all times as even when you are not the active player your troops can react to the enemy, meaning you have to be very careful with your decisions! Standard games are played 1v1 style on a 3ft square table packed with terrain, with each player picking out troops to form a Special Forces unit from a roster of a chosen faction.

Four factions were available to play on the weekend, PanOceania (blue), Nomads (red), Yu Jing (orange) and Haqqislam (browns/greens) and each player picked a preferred faction based on their colour as much as anything. All four factions were worth equal points but did not necessarily have the same number of figures, as some had fewer but more expensive (and deadly!) troopers. Each game was made up of a limited number of rounds, each player had to complete their objectives by the end of turn 3!

Game 1.1 – Pete Reynolds v Chris Felton

Nomads Unit



Pete with his Nomads took on Chris and his PanOceania troops, and both players were understandably tentative in the first round as they got to grips with a new rule set. Over three rounds, each player took turns to fathom out their troops' capabilities, get into good shooting positions and let rip. The objectives in all the games were to win points for holding ground, split into four quadrants and, of course, to kill as many of the enemy as possible without crippling losses! Many shots were fired and many saving throws were successful and this tussle ended in a draw.



Pan-Oceania Unit

Game 1.2 – Beth Reynolds v Ian Colwill

Beth with her heavier but smaller Yu Jing force took on Ian and his lightly armed but still dangerous Haqqislam strike group. As in the first game both sides made a cautious start as the commanders got to grips with the rules and how to make the most of their allotted figures.



Yu Jing Force

With the same objective as above, both forces took losses as they strove to take the ground in the middle of the table. The Haqqislam forces initially struggled to knock out the heavily armoured Yu Jing troopers, but slowly chipped away at their ability to move into the centre without facing a fusillade of rifle bullets. Beth locked down one flank with a lone soldier equipped with a dual missile launcher who proved incredibly difficult to take out without being blown into bits. Despite this neither side managed to eke out a victory. While it ended in a draw, if it had continued another turn, it could have been anyone's game...



Haqqislam Unit

Game 2.1 – Ian Colwill v Chris Felton

Both players, having had some experience from the first round, knew the importance of keeping your units in cover if at all possible. Losses were higher in the second round and more attritional and honours were fairly even for most of the game, but despite Chris's very effective shooting and Ian's even more effective saving throws, Ian just edged the match by one point (occupying more quadrants) at the end of the game.

Game 2.2 – Beth v Pete

The full details of this battle have been lost to time, but whispers say that Beth's Yu Jing forces managed to best Pete's Nomads, taking both objectives and leaving her opponent with none.

All four players did really well with the ***Infinity Code One*** rule set, and although this is a starter set and not the full Infinity rules, they are still complex making it hard to remember all the details, even for the Umpires who have had more experience with these rules.

The Umpires have also learned some lessons for the future, perhaps some home-made play sheets for the basic moves and weapon ranges/capabilities for each player would have helped, but hopefully all four players enjoyed the games.



If you are interested in reading more about Infinity, both the starter rules (Code One) and the full rules can be obtained for free on <https://infinitytheuniverse.com/resources>

The Two Sunday Games

The Martian's Invade - London 1888 – by Gordon Herbert

On the Sunday I ran two quick games of ***War of the Worlds 1888!***

Scenario

It is Saturday morning. During the night alien-capsules have slammed into Hyde Park [and elsewhere across London]. Jules Verne has hired an air-taxi to take him to the scene so he can investigate. Other members of the press are arriving. Meanwhile, by the Serpentine, the band has set up for a regular concert – a performance by the Bangalore Brass Band. Other Londoners set about their normal business. Many significant figures were out and about (Sherlock Holmes, HG Wells, a young Winston Churchill, Florence Nightingale and of course Empress-Queen Victoria et al).



London awakes

But then Tripods emerge from the pits and begin attacking everyone around them. The Tripods can use ray guns at a distance; use tentacles close up or trample on people by walking over them. They are assisted in Game 1 by a Martian Godzilla, a giant ray gun and a bouncing metal man. In Game 2 the largely ineffective Godzilla was replaced by four metal-men.



The London defence force consists of 2 squads of Steampunk Rangers; one battery RHA; a steam-powered armoured car; and a squad of household cavalry. In Game 2 the cavalry were replaced by a Naval Party with a Gatling Gun. Also present was Lord Vanguard with his anti-alien steam-gun and Dr Quack armed with vials of virus.



Given London was under attack from all sides, the only way the citizens had of escaping was to get onto a boat on the Thames and steam away to safety. The Martians' objective was to stop them!

The Games

In Game 1 the London players (Pops and Chris Felton) were true to the spirit of the age "women and children first!" So the lady promenaders were given priority in the rush to the dockside. Alas, they could not run fast enough and were overtaken and squashed by the Tripods. Of course the band played on throughout. A Martian tripod singled out Queen Victoria and chased her steam-powered brass carriage across London. One after another her escorts leapt in front of the Tripod's fire to protect her (PC Bobby, John Brown, Viscount Biscuit PM all falling dead). Honour left the window when her carriage ploughed through a crowd of schoolgirls and their governess in an attempt to hurry the escape. Ultimately it was successful as the Queen reached a barge, which promptly took off.

Meanwhile the Martian tripods of Ian and Tom Chard wreaked havoc and walked over the city's defences. Jules Verne's taxi picked up several civilians but the Martians simply shot it out of the air. The Martian advance was very successful, and 21 civilians were eviscerated. And a brace were ripped open by a rampaging London monster. Only 6 plus Queen Victoria escaped. Pete Reynolds's tripod fired on *HMS Thunderchild*, with just a handful of refugees on board, but prompting it to pull away. So points at this stage were Martians 23, Londoners a mere 9.



But the Martians had done too well! The Martian Brain directing the attack had suffered very few casualties to its army and so not called for reinforcements. The tripod line had advanced too far, without thinking of how to protect the Brain. The remaining British forces did not withdraw to protect the civilians; rather they advanced on the undefended Brain. The Household Cavalry, which had apparently just left HM Queen to her fate, had wound its way around Shaftesbury Avenue and Park Lane. They charged across Hyde Park and attacked the unprotected Brain. It had a good chance of survival but the dice were against it, and the cavalry carved it up. This meant that the **invasion automatically failed**, and we had to disregard all the victory points totted up thus far. Brilliant tactics by Mr Felton!



In Game 2 several elements played out the same way. So Queen Victoria was the only one of her party to escape. Jules Verne's taxi was also shot down, after many hits on it, but it had lasted a bit longer and nearly escaped. Other elements were very different. On the turn of the first card a Martian tripod was damaged by the RHA. All three tripods in the first wave were destroyed, eventually. As they exploded red weed fell on surrounding Londoners zombifying at least three of them [as well as an escaped dancing bear].

The defenders were very effective but suffered heavy losses themselves. At one point Will Chard's tripod trampled through the British lines. He needed sixes to hit his enemies and rolled 6+6+6! Wow - later followed by 1+1+1, karma indeed. Unfortunately for the Londoners, the Brain could rely on a trickle of (lesser) replacement tripods from the reserve force (as and when the first wave was destroyed).



The tactics of Adrian and Louis Britton were to form a solid defence line and get out the civilians who had the best chances of rescue. They did well, shooting down the tripods but only 20 civilians survived or escaped the first wave (22 points). 26 were dead (so 26 points to the Martians). The decisive events seem to have been 1) the downing of the air taxi with its load of refugees 2) three civilians being inadvertently killed by Will's tripod (and its redweed netting) as it was felled by Louis' machine gun. So it was very close and difficult to call.

Thanks to the players for playing in the spirit of the game, including Will: when I explained it is a game of Victorian values; he retorted "Not for us Martians, kill all the humans!" - Bravo.

Quest for Glory on Mythos – by Ian (call me Zeus) Colwill

In casting around for ideas for a game at Twyfest, I recalled a game we had done some years ago at Skirmish with Greek Heroes attempting to fulfill their quests and gain glory. The game was with a much earlier version of TODD. Having recently edited Chris Swan's next set of rules, *Tales of Men, Myths and Monsters* (due to be published by Caliver Press by April in time for Salute) I thought Twyfest would be an opportunity to try out the scenario with the new rules. In the event I also used the game to trial some modifications for a forthcoming set of Pulp rules.

The nature of the game is quite simple. Each of the players is given a hero with a quest – see briefing below.

Briefing to the Heroes

THE ISLAND OF MYTHOS

YOU HAVE BEEN SENT TO THE ISLAND OF MYTHOS TO COMPLETE YOUR QUEST AND GAIN GLORY. WHOEVER GAINS THE MOST GLORY WILL BE THE HERO OF HEROES.

THE ISLAND, AS YOU WILL SEE, CONTAINS 4 RUINED TEMPLES AND ONE OF THE GATES TO HADES.

THE OBJECTIVES YOU SEEK ARE IN THESE LOCATIONS BUT BEWARE! THEY CONTAIN TREASURE WHICH IS ALWAYS PROTECTED BY A GUARDIAN AND IS HIDDEN. TO FIND IT YOU WILL HAVE TO DEFEAT THE GUARDIAN AND SEARCH THE TEMPLE RISKING TRIGGERING TRAPS WHICH MAY BE DEADLY. BUT THE EFFORT WILL BRING YOU GLORY AND YOU MAY FIND MAGICAL ITEMS BESTOWED BY THE GODS THAT WILL ENHANCE YOUR ABILITY BY THEIR GOD-GIVEN PROPERTIES.

BE WARNED -THE GUARDIANS ARE TRULY TERRIFYING AND WILL PROVE HARD TO DEFEAT.

MEDUSA - THE FALLEN PRIESTESS WITH HER POISONED CLAWS AND ARROWS. UNLESS USING THE SHIELD OF ZEUS, ALL WHO FIGHT HER MUST AVERT THEIR GAZE AND FAILURE TO HIT HER CAUSES DAMAGE

MEDEA THE SORCERESS - WITH HER CHARMS AND SNAKES WHO MAY BEFRIEND OR BEWITCH YOU

THE HYDRA - WITH ITS MANY HEADS THAT CAN GROW BACK AS THEY ARE CUT OFF

CERBERUS - WITH ITS 3 HEADS AND VICIOUS TAIL THAT INFLECTS TERRIBLE INJURIES TO THE UNWARY

THE CHILDREN OF THE DRAGON'S TEETH - LIVING SKELETONS THAT CAN ONLY BE DEFEATED IN COMBAT

BETWEEN THE LOCATIONS ARE GLADES. YOU MAY CROSS THESE WITHOUT INCIDENT, IF THE GODS SMILE ON YOU OR YOU MAY ENCOUNTER BEASTS, SOME OF WHOM MIGHT BE FRIENDLY BUT MANY OF WHICH ARE DECIDEDLY HOSTILE.

YOU MUST DECIDE WHETHER TO COOPERATE WITH YOUR FELLOW HEROES, GO OFF ON YOUR OWN, OR COMPETE WITH THEM.

AS THE GAME PROGRESSES YOU WILL, HOPEFULLY, ACCRUE AND RECORD GLORY POINTS. THE HERO OF HEROES IS THE ONE WITH THE MOST GLORY POINTS WHEN YOU FINALLY RETURN TO YOUR SHIP AND SAIL AWAY.

The Heroes

The rules include 9 heroes but we used Hercules, Achilles, Jason, Atalanta, Ancarus of Arcadia the Beast Slayer and Phalerus, Champion the Archer of Greece. As well as the briefing, each player had a character sheet containing the information they needed about their hero.

Hercules and Ancaeus with Phalerus in the background

Gaining Glory

The Heroes could gain Glory Points by completing their quests and by slaying any other beasts or monster they encountered. The Quests ranged from slaying Guardians to finding sacred objects which could be found in one of the four temples or at the Gates of Hades, but at the start of the game the players had no idea which of the five locations contained what! So they had to enter each location, which triggered the guardian, usually in aggressive mode. Only



when they had defeated the Guardian could they search the temple for sacred objects (there were 1 or 2 in each location) but in doing so they risked triggering traps. Of course if somebody found a sacred object that was not their quest it raised an issue for the player who was seeking it. Did they negotiate and seek to swap or did they fight the other Hero for it!

Between the temples were glades. As they entered heroes drew a card. This could result in an encounter with a hazard or beast (including boars, lions, Minotaurs, centaurs, and fauns) or could trigger nothing at all.

The Rules

The rules are quite easy to use with heroes having four cards and rolling 1 or 2D10 (taking the highest or lowest depending on circumstances) for moving, shooting, fighting and any other actions needing 5+ to succeed. A 1 is a disaster whilst 10 is a spectacular success. This simple mechanism means that once the dice are rolled the outcome is pretty clear! Packs of cards were used to generate the hazards and the beasts in the glades, and the characters' cards constituted the main action pack. As each card was turned the hero had a turn.



The Island of Mythos

The Games

So how did it play out? Much to my surprise we managed two games so everybody had a chance to take part with 4 heroes in each game. In game 1 there was: Hercules (Louis Britton), Phalerus the Champion Archer of Greece (Adrian Britton), Ancaeus of Arcadia the Beast Hunter (Will Chard) and Atalanta (Beth). In Game 2 we had: Achilles (Chris Felton), Phalerus the Champion Archer of Greece (Ian Chard), Jason (Pete Reynolds)), and Hercules (Tom who, when Hercules died, reappeared as Ancaeus). As seemed only appropriate I took on the role of Zeus, controlling the guardians, beasts and dispensing judgements on the mere mortals that sought glory!



All were encouraged to be as heroic as possible and they did so with gusto – for some it led to success and for others it proved quite costly if not disastrous! In one game one hero was fatally wounded but only a few managed to emerge unscathed.

Some of the highlights in Game 1 were:

- Atalanta's brutal fight with Medusa that left Beth with only 1 card (Cards are lost as wounds are accrued)
- Hercules (Louis) slaying Cerberus at the Gates of Hades after battling skeletons, centaurs and Minotaurs to get there



- Phalerus (Adrian) shooting and killing Medea (who was not being hostile). He then stumbled into a death trap trying to find the treasure and sustained a nasty wound. When he tried to heal himself with the Golden Fleece he rolled a 1 which killed him (took all his cards) – surely the wrath of the Gods
- Ancaeus (Will) grabbing most of the glory and becoming that game's hero of heroes after slaying Medusa, so saving Atalanta, and the Hydra, along with a number of beasts in the glades.

And in Game 2:

- Phalerus (Ian) using his sacred scroll to find where his objective was only to find it was guarded by Cerberus. He backed off, falling down the steps of the temple in the process (rolled a 1), and then left Hercules to deal with Cerberus. Unfortunately in this game Hercules (Tom) was slain by Cerberus so Phalerus decided to stand off and destroy the beast with his arrows. Not glorious but very effective.
- Jason (Pete), whose divine gift is charisma and charm, swanning around the table charming the other heroes while grabbing the sacred objects from under their noses. As a result Ancaeus (Tom) and Achilles (Chris) ended up chasing him round the island (a task made more difficult as Jason had found the Sandals of Hermes which let him move at double speed). Twice he faced angry heroes intent on killing him only to charm then out of it. When he finally ended up cornered with no cards left for responding he still managed to avoid being attacked by simply handing over the Sandles of Hermes that Achilles needed to fulfil his quest!
- And talking of Achilles (Chris), when he was not chasing Jason, he slew the Hydra, slaughtered the Children of the Dragon's Teeth and downed the Nemean Lion. He became a formidable force having found the sword of Ares and the bow of Artemis. And by the end of the game he really was the champion with more glory points than even Ancaeus (Will) in the first game.

Good fun was had by all and I have never enjoyed umpiring as much! In both games all of the guardians were killed and all of the sacred objects were found. Boars, the Nemean lion, Minotaurs, fauns and centaurs appeared in the glades just to make life difficult for the heroes. If you fancy seeking glory on the Island of Mythos it will emerge from the mists of time once again at Salute in April.



Perseus slays the Hydra courtesy of Chris F

My Twyfest Diary 2023 by Ian Chard

The phone rang – “where are you?” “Just leaving the M4, we should be with you in twenty minutes”. The Twyford gang were ready and waiting, but one vital component was missing. Yes, the Chard family were late again – but why change the habit of a lifetime?

Our comrades in plastic had not wasted their time however, for by the time we dismounted at the hall in Waltham St Lawrence, the tables were already set. The excellent venue organised by Beth and Pete is perfect for our purposes and Ade and Louis’ two Infinity games were already set up, while our table was already covered with Pete’s wonderful teddy bear cloth. Death in the Dark Continent was imminent, but whose was it to be?



The two days passed as they always do at Twyfest, fun games, good conversation with like minded enthusiasts and as much food and drink as most of us could cope with. Not quite like the old days though, for coffee was the preferred tippable for the old timers – and that means most of us. As usual the games provided for a range of interests; historical, futuristic and even mythical. Being an unimaginative fellow, I generally fall firmly into the first camp but this year I felt that all games really hit the spot. It's not every day that one can play a Martian chasing a robotic Queen Victoria through the streets of London (and who hasn't wanted to do that?) or slay the terrifying Cerebrus and amble back through the surf to one's waiting sailing ship? Luckily, I didn't encounter the intensely irritating Jason putting on his best Leslie Phillips impersonation (apologies to non-UK readers and young uns), or I might have dumped my swag and taken a swing at him as well!

The mere presence of Beth and Jeannette ensures that the 'lads' stay civil (again, in contrast to the old days) and the intrusion into our domain by two lovely locals was an unexpected distraction.

They had come for the breakfast club, only to find that their refreshment was a strange group of blokes and a blokes playing with what can only have looked to them like 'toy soldiers'! They wandered around for a few minutes with their eyes wide open and jaws agape – the elderly gent at one point asked 'do women play too?'. When I explained that we are equal-opportunities wierdos he simply stared in amazement.



In truth though my Twyfest diary started one year ago, at Twyfest 2022 when our traditional end of weekend discussion turned to what games we might put on 'next year'. Tom and I had recently been enjoying some 28mm games of 'Death in the Dark Continent', so why don't we scale up to 54mm thought Tom – we have plenty of figures that would fit the bill after all. It turned out that we had a good number of Zulus, but few plastic victims of their deadly assegais, so a little work was necessary. A daily diary of the intervening months would prove deadly dull for plastic junkies however, for I did.....nothing.....until Christmas. Again, why change the habit of.....?

But then something happened and I started work on my Frontier Light Horse. While Wayne beavered away on his contribution the competition for the single painting table at Chez chard was intense – we three had to pull out all the stops or there would be no-one for Cetshwayo's warriors to duff up. Using Pete's patented method of oil painting the horses I felt inspired and in only five weeks I had painted five mounted with horses plus five dismounted counterparts, plus some Zulus that included John Colter's African cousin (sorry, a Run of the Arrow in-joke). Never have I painted so quickly, as many will agree. Some things don't change though, for the results of my efforts were relegated to the relief force in the game, and by the time they got on the table the Zulu victory dance had already started!

Thanks to Pete and Beth for their usual superb hospitality and their efforts on behalf of the wider skirmishing group. With diminishing opportunities to put on demo games at the usual shows, Twyfest is rapidly becoming, for many, the premier event of the wargaming year. Roll on Twyfest 2024.

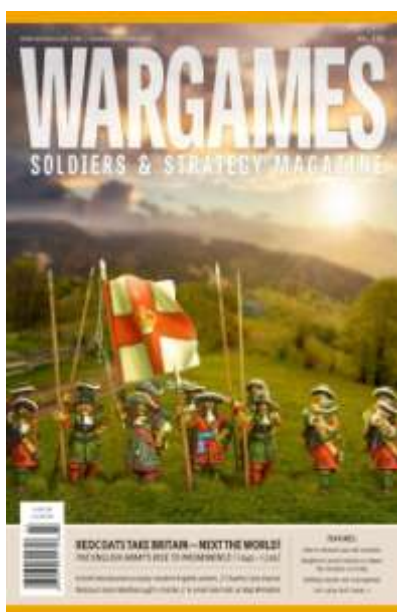
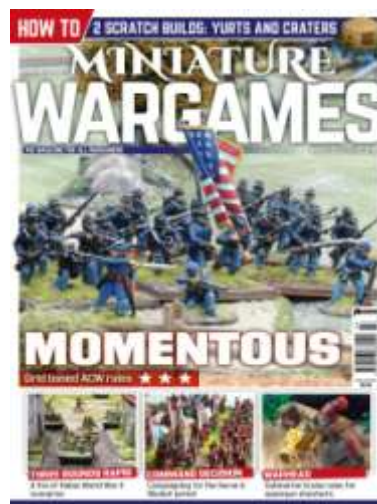
MILITARY INTELLIGENCE

A Full Magazine by your Editors



Wargames Illustrated for February 2023 (issue 422) has the theme of Insurgency. It has a number of insurgency-inspired articles: the French Resistance during World War Two, the Boxer Rebellion, (a 6 page article written by Chris and Mike about **Righteous Harmonious Fists** - their Guide to the Boxer Uprising!) and the Makhnovist Insurgency during the Russian Civil War. It also has articles on 3D printing as well as one on scratch building an armoured train. There are also the results of the Wargames Illustrated 2022 Awards plus the usual in-depth reviews of figures, products and books. Price £5.99.

Miniature Wargames 479 has **Momentous Civil War** which looks at a new ACW set of rules. Another article asks the question: if you are a historical wargamer, why aren't you role playing? And – just as importantly – do you realise that you probably already are... He also makes some rules recommendations, **Avanti Italia!** Supplies three new scenarios exploring the forces of Italy and their elite opponents in WWII and **Warhead 2** concludes the underwater super-spy scuba article from issue 178. There are two scratch build articles, one on creating craters and another on building Yurts; plus the usual in-depth reviews of figures, products and books, which includes two very favourable reviews of **Righteous Harmonious Fists** and the final book in Mike Blake's Boxer Trilogy - **The Dragon Subdued** with both books described as Highly Recommended - Price. £5.99

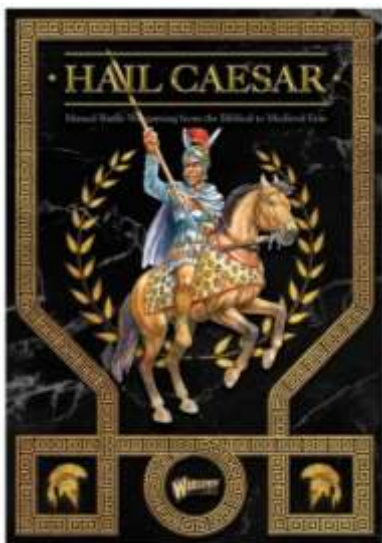


Wargames, Soldiers and Strategy Issue 123 has the theme of **'The Rise of the Red Coats'** looking at the early days of the British Army from Cromwell to Marlborough over five articles, three of them battle scenarios. In addition there is an article on the Romano Invasion of the Isle of Mona, a World War II scenario set during D-Day, an article on introducing Norman and Welsh forces into the free to download rules set **Ravensfeast** plus the usual in-depth reviews of figures, products and books which includes a very favourable review of Chris Swan's rules set, **With Musket, Pike and Drum** which the reviewer says is Highly Recommended - Price £5.50

NB: We must say that this is something of a record – we cannot remember a previous occasion when all three wargames magazines contained an article and reviews of books and rules written by fellow skirmishers at the same time!

In Coming!

Review of Hail Caesar 2nd Edition by your editors



Rick Priestly in a recent issue of Wargames Illustrated has done a very full article on how this 2nd Edition differs from the 1st edition. This includes, by way of introduction, a summary of the key rule mechanisms for *Hail Caesar*. To anyone new to *Hail Caesar* and who is thinking of buying it this is very useful.

In this review we focus on how this edition differs from the 1st edition for those of you who want to, or do, use them to play ancient or medieval battles.

The first thing to note is the key changes in the general content. Gone are the examples of actual battles given in different periods including sample army lists for the protagonists which took up the latter part of the 1st edition and provided a useful insight into the armies in various periods. This has been replaced by a section on *Setting up a Game* with generic scenarios for Encounter, Approach and Meeting (armies appearing in stages) Battles. This

is followed by Army lists which gives a couple of examples but are largely an introduction to the separately published army lists.



There is also now a new 50+ pages introduction to the various historical periods covered by this edition. These are as expected - Bronze Age to Dark Ages (up to 1066) and then, surprisingly, a final section on the Wars of the Roses rather than one on the Middle Ages - so nothing for the period 1067 – 1484, a rather odd omission in my view.

My initial reaction was that this whole introductory section was a bit pointless for those already involved in ancient or medieval wargaming but there are some very useful maps for each period, the

summary of the key developments are useful and there is also a section on the key troop types with, of course, lots of eye candy for those of you who like to look at 28mm Warlord Games figures!

Another new section covers One to One battles. This is because, as Rick Priestly explains, the original edition always envisaged the games as multi player affairs. This section acknowledges the reality that most people play one to one. The only innovation here, and a welcome one to those of us whose dice throwing is abysmal, is that a commander's first order each turn will always be obeyed whatever is rolled unless it is a blunder!

Given this new section, I was surprised that there was not an addition in the section on basing for armies in 15mm or 20mm. The assumption is that all games will be played with 28mm figures. However, this is not a major problem. Base frontages are recommendations only and as long as units in both armies at whatever scale have a consistent frontage the rules work well.

Rules changes

There are new rules to extend the period covered by the rules up to the Wars of the Roses in a section on Later Medieval Battles. This includes adaptations and special rules for this period as well as army lists for Wars of the Roses armies.

The other new rules relate to Sieges and Assaults which provide a useful extension to the 1st edition and create lots of options for different games such as assaults across breaches, through gateways or over fortifications, bombardments and undermining.

Then there are the changes to the basic rules in the 1st edition. The first of these, which is a big improvement, is allowing skirmishing troops to make initiative rules once insight of the enemy rather than as before when they are within 12". Initiative moves don't need orders and it allows you to get your skirmishers out of the way before the main forces clash!

Another change in the rules relates to the general. He can now order a general advance so that the whole army can move forward one move. For those of us who have seen divisions either refuse to move or blunder across others on the first move (see last month's write up the Persian debacle!) this is a great help in getting your whole army going.

The other new rule for generals is an ability to issue a "Where is your courage?" order to units from broken division which, if successful, allows the unit to be subsumed into the general's own division or a newly formed division and get back into the fight rather than retire from the field.

There are also new rules or clarifications on: turning to face when charged or attacked in the flank; pike armed troops; combined infantry/cavalry units as used by Greek, Spanish and German armies; and on terrain which increase the options available.

However, the most important rule change that I have found so far relates to disorder. Those who have played Hail Caesar will know that if a unit rolls a 6 on their to hit dice when shooting the target unit is automatically disordered and cannot be given orders until it recovers (usually at the end of the opponent's turn.) This has now been replaced by the need for the target unit to take a break test if a 6 is rolled. This will usually lead to a hold ground disordered or retreat disorder result. However with a high throw the unit could escape without penalty. On the other hand, on a low throw it could break, particularly if shaken. In my mind this increases the effectiveness of missile fire (which is probably long overdue).

Finally, for those put off by this 236 page book, there is a very useful Rules Summary (pages 216 - 232) which gives you all the main rules. For those who play Hail Caesar there are good reasons for updating to this edition. For those who are thinking about rules for this period, or want to try a new set of rules, this is worth the investment.

This new 2nd edition of *Hail Caesar* is £35 plus £5 p&p from Warlord Games.

REINFORCEMENTS

New Releases by Mike Blake

Amazons from Publius

This boxed set contains six figures each in a different pose.

These are available from plastic-soldiers.com - "Toy Soldiers for all Ages" online shop which offers plastic and metal soldiers in various scales. <https://plastic-soldiers.com/product...ors-boxed-set/>



Dark Alliance Fire Demons



These are a couple of sets of 1/72 scale plastic figures which 1/32 scale collectors will find worth looking at if they are seeking fantasy monsters. Made in the Ukraine by Dark Alliance Miniatures, they came out in 2017. The Fire Demons will be familiar to those who have seen The Fellowship of the Ring film – they are Balrogs!

Each set comes with two poses of Fire Demon and each set also has two separate wing styles, which means that there are 16 possible combinations with the two sets. The wings come separate from the body, making them even more versatile but they do not plug in to the bodies easily and some drilling and gluing will be required. They are just under 70mm tall and they are grey plastic but colours do vary - there are green and brown too. They are a little like small dragons on two feet or Beastmen - so for me more like Dracs in the context of The Cardinal's Blades. Lots of flash to trim and not very animated or exciting poses - do not be misled by the box art! I will have a go at animating them a bit but the poses they are in won't make it easy. Excellent musculature and faces though.

Thanks to JohnY on the Little Wars Revisited forum for the tip off. Here's a [review link](#) and [this one on YouTube](#) which JohnY posted and which gives a good sense of the size of the figures. I have photographed them next to some of my 54mm Dracs to help further with comparative size.

I got my examples from Hannants at £8 a box, so £4 for each. They do appear on eBay but are, or were, dearer, except Drum & Flag have them at £6.99 – but there is a p&p charge to be added...



ADVANCE TO CONTACT

January Despatch from La Fauquerie by Lesley Beilby-Tipping

I hope that everyone has had an enjoyable New Year holiday and is keeping well.

A Christmas game was held by the club at Lécousse in Louise and Owen's restaurant. We set the game up on their snooker table. We had ten players for the game. Two of us had set up the table before and the French members of the club arrived for aperitifs and lunch before the game and spent an enjoyable afternoon gaming with friends.



Hobbying this month has been finishing and tidying up for the games I am playing. I have various buildings, hedges, and trees in 15mm that need to be finished and the bases flocked. Some of the bases have buildings attached but most are loose. This makes it easier to place the troops and models in the built-up areas. So those are now finished ready for the next game of 'O Group' (OG).

The campaign we are playing for OG is the early war set in France. I have enough foot troops for the French. There are 6 games in the campaign and I have enough tanks for the first 3 games but need a couple more for one of the French games and I do not have enough early war British tanks. So, I have a couple of Matilda II and four Matilda Is to build and paint. And a couple of Char Bs for the French.

Next, I have built more WoTR plastics. I have nearly finished a Lancastrian Command group and have built a unit of archers, a unit of crossbow, and two units of Bill and Bow and have painted the horses ready for another unit of Knights. The new edition has been released so it will renew interest at the Lécousse club.

I am starting an Australian force for the Pacific: in particular New Guinea. To start with I am going to use the Bolt Action lists to create a force. Longer term I am intending to play Chain of Command with them. It will be a couple of infantry units along with a tank.

The first club meeting in the New Year was Bolt Action continuing the campaign from the Warlord Campaign series, this time D-Day: Overlord. We played Scenario 16: Ouistreham.

I took the part of the Commando forces with another club member. He had the French Commandos commanded by Major Kieffer, and I took No. 4 Commando. The Germans were a poor unit but had the guns, trenches, bunkers etc., but not enough men to man them all. We had a close fought game lasting most of the day with a narrow win to the attacking Commandos.



Designing 'The English' Part 2 by Chris Roope

About 20 minutes drive north there's a long run of chalk cliffs, running broadly east - west. In these, we found a secluded bowl of land, suitable for the clandestine world of the Clarkes, the indigenous couple who fence stolen goods and, for a fee, dispose the bodies of bushwhacked settlers.

Actually, the same location was also to be used for Mog's exterior, where her son is stabbed through the barn door. This sequence was originally written as night, but once again the schedule precluded this (it's both expensive and time consuming to shoot at night because a day off is required to get back into shooting days). I wasn't sure (aka not happy!) about this becoming a day shoot as I felt it would be difficult to make the buildings and location distinct on two occasions.



This is the location as found. We're marking up the build, the white tape centre-left showing where the barn will be situated. The stakes in the ground just behind Antonio, my very fab Art Director, are where the house will be - both seen in the bird's eye sketch below.



This, below, is a few days into the build, first for Mog's. Apart from changing the doors & some boards on the gable end, the barn remains essentially the same for both Mog's and the Clarke's, with the building on the left being extended and the building on the right being removed for the latter.



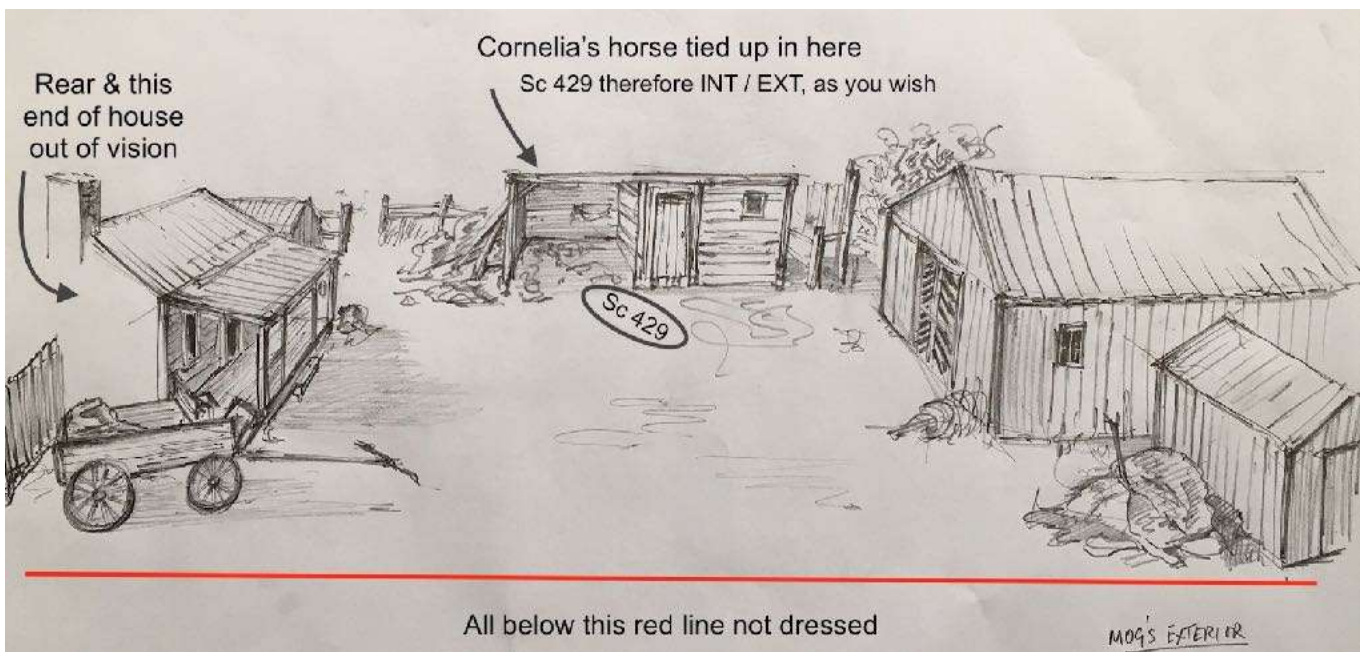
And looking back the other way you can see the ground slopes, so we cut into it for the barn interior. The chap on the left is Danut, the head carpenter. He was fantastic and, being Romanian, had excellent skills with a small axe, used for joint cutting and making new wood look old (by chopping into & along the grain to bring out a weathered texture).





This was the original idea for Mog's, sketched in the early days, before we had a location.

And, by then knowing the plan for Clarke's, this is what it turned into. The notes were for the director.





And how it was seen in a wide shot - though I was not expecting this set up, they just chose it on the filming day, so the gable end of the house, to the left, which was not built, had to be made good 'in Post'.

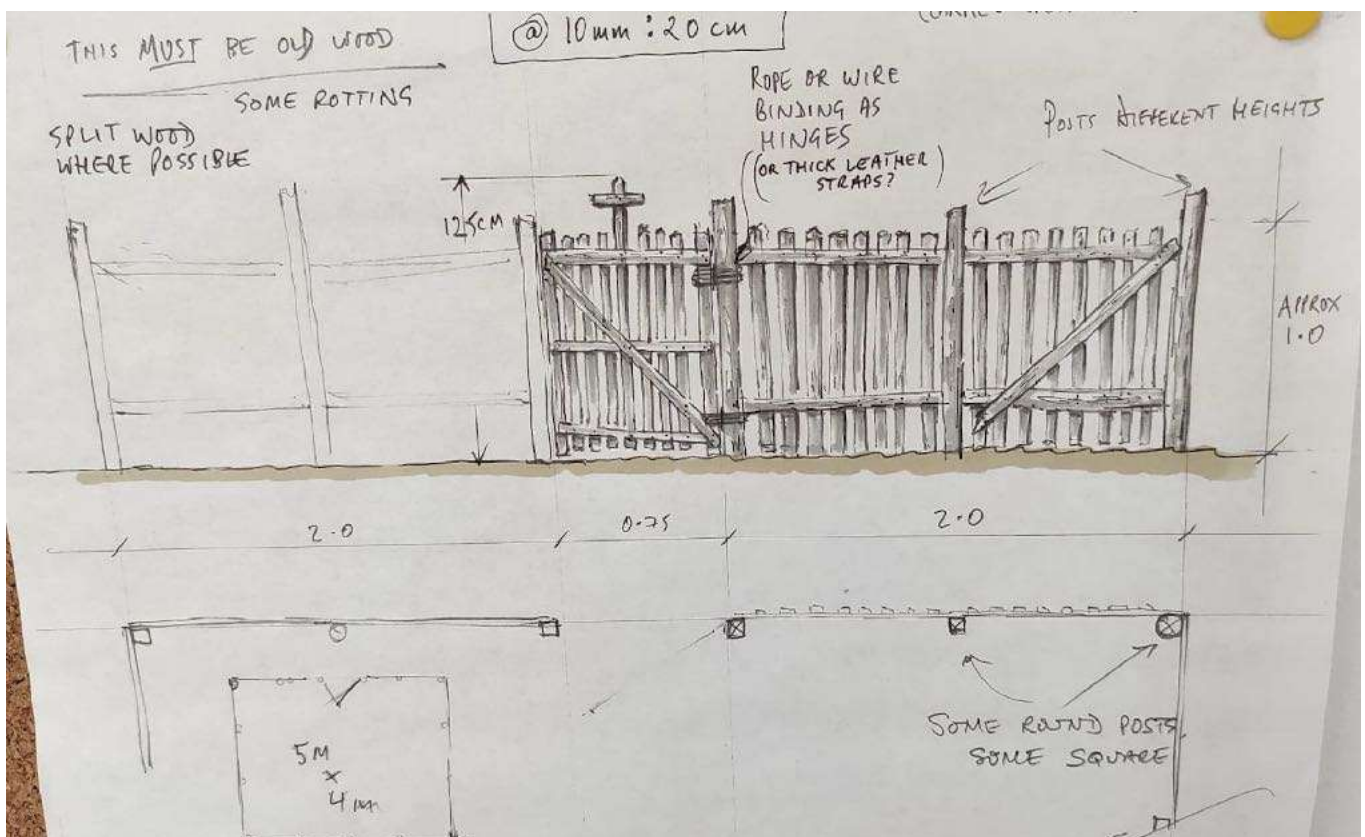
This is how it was for the Clarkes. The pile of bones was a mixture of cast buffalo skulls and cow bones. We obtained an original buffalo skull, made a couple of moulds, and then cast about 70 of them, at the rate of two a day. The beef bones came from an abattoir, and were buried for two months with a chemical, so that when dug up they were 99% free of meat fibres. I'd have loved the pile to have been twice the size (as it was, it had a pile shaped former underneath, painted white, so the bones only covered the surface of this), but we had to draw a line somewhere. The barn has a tarpaulin over the rood as we were expecting heavy rain that night, and some of the structures were fair from watertight.





Here's a view back from the family burial plot, on a small hill overlooking the farm.

By way of process, this is the sort of sketch I'd give to the Set Decorating department, who'd do a lot of the smaller bits of construction. You can see that their interpretation was a little rougher, but it worked well, so we went with it.



This shows the Clarkes location from the top of the cliffs, looking back, taken on the last day of filming.

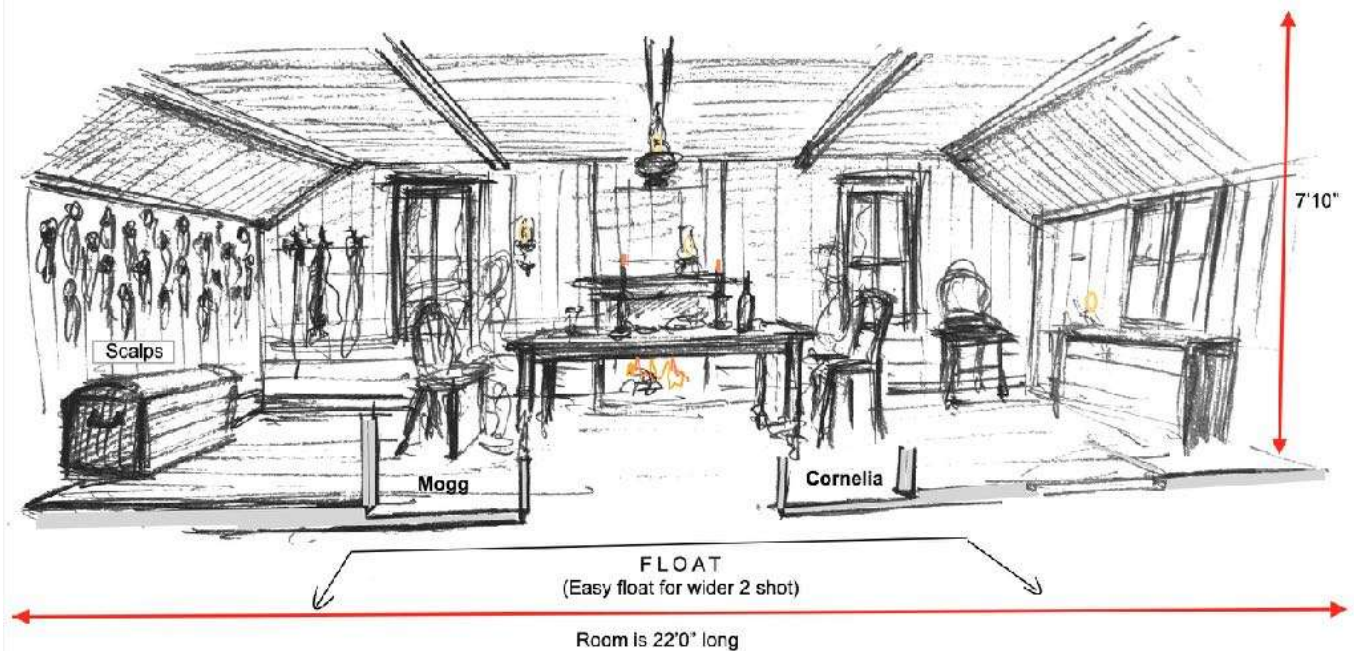
The vehicles in the background show some of the circus required to service a location shoot. These are just the technicals, with a truck or two per department, more for the electricians.

You can make out the cornfield, (seen in the picture of the burial plot, above) to the left of the track just above the buildings. We planted this, about 1000 pieces, each put into a hole spiked with a metal rod & lump hammer, both to have a parched cornfield to help show the Clarke's life, but also to hide the vehicles beyond. The remainder of the Unit vehicles; costume, make up, artists' caravans, production trailers, caterers etc, are at the main base, in the farmyard about a mile down the track.



The interiors of the Clarke & Mog's farmhouses, Martha Myers's homestead cabin, Kills on Water's compound store, together with Cornelia & Eli's night time camps, were built and prepared in studios just west of Madrid.

This was the idea of Mog's, which I did with a scale sketch-plan, and which was followed by construction drawings done by the draughtsman.



And this is how it appeared on screen, you'll note that the scalps have moved from the end wall to above the fireplace.



This was the plastering stage of the Clarkes' house interior. The Construction crew was great at this as all I did was give them references and they got on with the rest.



One final thing for this time: Spanish soil is incredibly hard. We had to dig the graves by hand as JCBs could not access the plots, both the Clarkes', and the cemetery at Hoxem. We needed drills to do so, and many hours of picks & shovels.

Earlier in the prep period, when looking for locations just south-east of Madrid, we'd come across trenches that the landowner told me were the real thing from the Civil War, and protected as such. I couldn't imagine how such small trenches & individual firing points could have survived 80 years, even with bits of repair you can see in the photo, below. But having dug our graves, I could then well believe that this was indeed a Republican trench used in the 1937 battle of the Jarama.



Battle of Lanzerath Ridge – A follow-up to Mike Bell’s article in Issue 183 by Andy Grainger

I was fascinated by Mike Bell’s review article on the Battle of Lanzerath in RFSTL 183 because in August last year (2022) I went there! There was so much stuff on the internet that I did not take any photos, a decision I now regret since I cannot now find many of the links! I have found some other graphics and images which are on the links later.

As Mike says, it is an amazing story. The Battle of the Bulge – or the Ardennes Offensive as we called it as a result of the stick given by those not accompanying the three of us – is all about huge numbers of Germans trying to force their way through thinly held American lines but along very narrow roads. This allowed small forces of Americans to impose delays out of all proportion to their numbers. The Battle of Lanzerath Ridge is by no means an isolated event although the numbers are exceptional - 25 men really did delay the strongest German battlegroup, Kampfgruppe Peiper, for almost an entire day.

On the other hand, as wargamers, these sorts of events offer some difficult design decisions. Everyone comes to a game with a set of assumptions. For the Battle of the Bulge we know that the American troops fought some heroic battles against great odds. But we have also heard that thousands of them surrendered. If you were designing a game where the players were the German division and it turned out that they had been held up for a whole day by 25 men they might be very annoyed and think the umpires had rigged the rules to give themselves some amusement at the expense of the players.

I sense that RFSTL readers mostly play Open Games ie the players have a good idea of the scenario and the historical events surrounding them; the fog of war is lifted (mostly) in the interests of a good game. This is enormously helpful in dealing with scenarios in which the assumptions of the real participants were overturned – as at Fetterman or Greasy Grass.

What assumptions do we hold about the Americans in December 44? The articles about Lanzerath frequently describe the American platoon as inexperienced and not equipped or trained for infantry combat. But is that really true? Their job was long range patrolling to gather intelligence. As such their men must have been of good quality, able to read maps in all conditions, be used to operating in small groups – in other words to be self-sufficient. Although they had only been in the line since October they had conducted patrols two or three miles into German territory, taken prisoners and traded their booty to a quartermaster to get extra weaponry. These were no ordinary infantry platoon.

As for the Germans, nearly all our imagery of the Germans in the Bulge comes from bombastic newsreels showing King Tiger tanks and other armoured vehicles rolling forward past columns of US POWs. Panzergrenadiers wearing ridiculously cool camouflage uniforms and carrying the latest weaponry smoke captured US cigarettes; it all looks like a wargamers’ dream army. There are no images of the tens of thousands of horse-drawn wagons or the huge traffic jams that prevented the armour, artillery or supplies from getting forward. And film is not the medium to show that many of the units are formed of 16 year old Hitler Youth or over 40 year old soldiers from base depots or workshops. It cannot show that there were so few trained leaders or spare ammunition that many of these soldiers had hardly fired their weapons or had any tactical training. Whilst some of their weaponry was of good quality there were serious shortages in many areas from rations to radios. The German soldiers at Lanzerath and elsewhere were little more than a rabble.

One evening after we had visited some of the battlefields the three of us, all wargamers, talked about some of the difficulties of designing a Bulge game. Naturally many if not most of the senior German commanders were under no illusions about the viability of the offensive but at Skirmish game level this would not be the case. Many of the soldiers actually had quite high morale because they had received new weapons and had been told that the Americans would not fight – as Russian

soldiers were in Finland 1939 and Ukraine 2022. But they have company and battalion officers who have actually no idea at all. The only reason the Germans prevailed at Lanzerath in the end was because a couple of veteran NCOs persuaded the battalion commander that a flanking move might work.

If a remotely competent German battalion had been present it would probably have overrun Lt Bouck and his gallant men in less than an hour. We felt that it would be an interesting conundrum to put some players in the Germans' shoes and then shatter their illusions. One would need to choose one's players carefully!

Alternatively and more constructively, Lanzerath might be a good training exercise for new players or indeed people entirely new to wargaming.

<https://warfarehistorynetwork.com/article/hold-at-all-costs/> is a good historical article from which you can download two very good graphics. This is the later one:



The web site says –

'Snow covered the terrain in front of the positions of the reconnaissance platoon of the 394th US Infantry Regiment. The two- and three-man bunkers were covered with fir trees. Fresh snow had fallen shortly before, naturally camouflaging the positions and making them almost invisible. It was bitterly cold, the temperature was minus 10 degrees Celsius during the day and dropped to minus 20 degrees Celsius at night. The snow had grown up to 10 centimetres in places. The freezing north wind drove a freezing fog over the terrain.'

The deployment of the reconnaissance platoon of the 394th US Infantry Regiment, part of the 99th US Infantry Division, an 18-man unit led by 20-year-old Lieutenant Lyle Bouck Jr. was an example of a unit that caused great difficulties for the Germans and thus also completely thwarted the German plans of 16 December 1944. The reconnaissance platoon had occupied its assigned positions since 10 December 1944. The small unit was split up outside Lanzerath, on a hill in the northernmost part of the "Losheim Gap" (Losheimergraben). On 16 December 1944, after a heavy artillery assault and the

sudden withdrawal from a nearby part of a (friendly) tank destroyer unit, Lieutenant Lyle Bouck Jr's men obeyed orders to hold the compound at all costs.'

Lt Lyle Bouck Jr, commander of the reconnaissance platoon recounts:

"In the morning of 16 December 1944 at about 05.30 we awoke to a sudden artillery attack which lasted until about 07.00. The artillery aimed badly, we were only woken up by it and there were no destructive effects. Due to the well laid out positions there were no wounded. The artillery had destroyed our communications, only our radio was still working. Over the radio I tried to contact headquarters and asked what we should do. I told them that the tank destroyer unit had already withdrawn. The answer was loud and clear: 'Hold the area at all costs!' For the first hour after the shelling, nothing happened. Suddenly we saw a group of soldiers marching towards Lanzerath. This was reported to headquarters and I asked permission for a delaying action against the Germans. Our headquarters reported: 'Stay at your posts, reinforcements from the III Battalion, which is in reserve near Buchholz, are on their way (but they did not come). As the German paratroopers marched down the street, a young girl suddenly came around the corner of a flat and talked to the German soldiers. She pointed in our direction. The German soldiers immediately took cover and had attacked us across the open fields."

Due to the effective resistance of Bouck's men, the Germans soon had to retreat.

Lieutenant Lyle Bouck Jr. continues: *"In the afternoon a second attack came; this too was repulsed with much effort. After a review of the situation, I soon realised that things were not looking so good; little ammunition, some wounded and the fear that we would have several casualties in a third attack. In fact, there was a third attack in the afternoon, which was also repulsed. We were almost out of ammunition. We would not survive the next attack. Suddenly, and no one knows from which side they came, the whole train was infiltrated by the Germans. There was shouting, shooting and I took cover in a foxhole. Then the barrel of a German rifle was held in my foxhole. At that moment it seemed as if it was completely silent. There were still sporadic rifle shots in the distance. A calm voice*



asked: 'Who is the commander here?' I told him that I was. The German soldier wanted to know what we were going to do: surrender or keep fighting? I told him that I would ask my men to stop fighting. This was done and we were taken prisoner."

https://en.wikipedia.org/wiki/Battle_of_Lanzerath_Ridge
the Wiki article

<https://boardgamegeek.com/thread/2581077/battle-lanzerath-ridge-battle-bulge-design-diary> The Game Designer's diary. Only skimmed but there looks to be some detailed background.

A jovial looking German paratrooper from the Museum in La Gleize

Many thanks, Mike, for the review. I have however managed to resist buying any of these games – so far....

ON THE WORK BENCH

Mike Blake has started work on the cops and bootleg figures he mentioned in the last issue.



Meanwhile Chris Roope has been building a 1930s clapboard building

Six years after making the carcasses, I'm now cladding one of three houses for the 1930s gangsters, shown below, along with a reference photo. I took this somewhere in a western State, possibly New Mexico, when I went to the USA after school in 1984.

The structure is 6mm ply and the cladding a mixture of basswood, some balsa, and (the darker stuff)



is a separated laminate of a water damaged sheet of 18mm ply. It all needs a bit of work before applying to the carcass, not least cutting straight lines running with the grain in plywood - difficult because a knife wants to follow the details of the grain, instead of the ruler. I've found that a very fine modelling saw against a straight edge does this.

SWAP SHOP

Nothing submitted this month

FUTURE EVENTS

Please let us know if anyone is planning to organise a game at any of the shows listed so we can share it with fellow skirmishers or if you have details of any other shows we have missed.

26 th February 2022	CAVALIER , Tonbridge, Kent	<i>Anyone Attending?</i>
5 th March 2023	OVERLORD – Abingdon and Witney College, Abingdon, OX14 1GG	Ancients - Pyrrhus v Carthaginians <i>Pete Reynolds and Alan Goldingay</i>
22 nd April 2023	SALUTE – Excel Centre, London	Men, Myths and Monsters 54mm Greek Myth Game - by your Editors to coincide with the release of the Rules by Caliver Books
13 th May 2023	PLASTIC WARRIOR – The Winning Post, Chertsey Rd, Whitton, Twickenham, TW2 6LS	<i>Anyone Attending?</i> - No Game but hopefully lots to buy
10 th June 2023	BROADSIDE - Medway Park Sports Centre, Gillingham, Kent.	Men, Myths and Monsters 54mm Fantasy Game - by your Editors
1/2 nd July 2023	MEDWAY GAMING FESTIVAL - Chatham Dockyard	
15/16 th July 2023.	ATTACK - Devizes	Ian Chard – Game to be decided –all ideas welcome
11/12 th Nov 2023	WARFARE 2023 Farnborough Exhibition Centre	Anyone Attending?

THE LAST POST

So that's it for issue 185 – we hope you enjoyed it.

Ian and I were grateful for the number of articles sent to us this month and hopefully this bodes well for the whole of 2023. Particular thanks to the participants at Twyfest who turned in their contributions against a tight deadline.

In fact, we received so many for this month's issue that we now have some in hand for issue 186 but as ever, we still need more, not just for issue 186 but also for future issues. So, as ever, please continue to send us any articles you are working on or ideas you may have about RFTSL. Without them we could not produce this illustrious magazine!

With that in mind the deadline for articles for the next issue, 186, is Sunday 18th March 2023 and hopefully we will be able to publish it later that week.

So until next time,

Adios Compadres and "Keep Safe Out there!"

Chris "Doc" Swan and Ian "Kid" Colwill